

```
/*
Hello, World! example
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This code is the most basic barebones code for writing a program for Arduboy.

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version 2.1 of the License, or (at your option) any later version.
*/

#include <Arduboy2.h>

// make an instance of arduboy used for many functions
Arduboy2 arduboy;

// This function runs once in your game.
// use it for anything that needs to be set only once in your game.
void setup() {
  // initiate arduboy instance
  arduboy.begin();

  // here we set the framerate to 15, we do not need to run at
  // default 60 and it saves us battery life
  arduboy.setFrameRate(15);
}

// our main game loop, this runs once every cycle/frame.
// this is where our game logic goes.
void loop() {
  // pause render until it's time for the next frame
  if (!(arduboy.nextFrame()))
    return;

  // first we clear our screen to black
  arduboy.clear();

  // we set our cursor 5 pixels to the right and 10 down from the top
  // (positions start at 0, 0)
  arduboy.setCursor(4, 9);

  // then we print to screen what is in the Quotation marks ""
  arduboy.print(F("Hello, world!"));

  // then we finally we tell the arduboy to display what we just wrote to the display
  arduboy.display();
}
```